Web 2.0 Literacy Tools

Transforming Teaching and Learning

Naomí Harm Innovative Educator Consulting

Blog: http://ie20-naomi.blogspot.com

Email: <u>innovativeeducator@gmail.com</u>

Twitter: http://twitter.com/nharm

Web 2.0 Literacy Tools to Transform Teaching & Learning

Creativity & Innovation

NETS 1: Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- b. create original works as a means of personal or group expression.
- c. use models and simulations to explore complex systems and issues.
- d. identify trends and forecast possibilities.

u. Identity trends and lore	
Animoto	http://animoto.com/education
Aviary	http://aviary.com/home
Big Huge Labs	www.bighugelabs.com
Blogger	www.blogger.com
Bubbleshare	www.bubbleshare.com
Dumpr	www.dumpr.net
Edublogs	www.edublogs.org
Fine Tuna	http://www.finetuna.com
JamGlue	http://jamglue.com
JayCut	http://www.jaycut.com
Jpegr	http://www.jpegr.com
Glogster	http://www.glogster.com/edu
Go Animate	http://goanimate.com
Google Sites	http://sites.google.com
HP Photo Projects	http://bit.ly/3D0VjP
Letterpop	http://letterpop.com
LoonaPix	http://www.loonapix.com
My Album Maker	<u>www.myalbummaker.com</u>
My Brochure Maker	www.mybrochuremaker.com
My Newsletter Maker	www.mynewslettermaker.com
My Postcard Maker	www.mypostcardmaker.com
Penzu	http://penzu.com/content/features
Pic Artia	http://www.picartia.com
PicJuice	http://www.picjuice.com
Picnik	www.picnik.com
Picture2Life	www.picture2life.com
Snipshot	http://snipshot.com
Tabblo	www.tabblo.com
Tourist Remover	http://www.snapmania.com/info/en/trm
Splashr	http://splashr.com
Wordle	http://www.wordle.net
Voice Thread	http://voicethread.com
Voki	www.voki.com

Communication & Collaboration

NETS 2: Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- c. develop cultural understanding an global awareness by engaging with learners of other cultures.

d. contribute to project teams to produce original works or solve problems.

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280 Slides	www.280slides.com
Author Stream	http://www.authorstream.com
Chatzy	http://www.chatzy.com
Coverit Live	http://www.coveritlive.com
Dabbleboard	www.dabbleboard.com/main
Ekko.TV	http://ekko.tv
Fly Paper	http://www.flypaper.com
Google Forms	http://docs.google.com
Issuu	www.issuu.com
Off Type	http://offtype.net
MeBeam	http://www.mebeam.com
Moonk	www.moonk.com
One True Media	www.onetrumedia.com
Prezent-it	http://www.prezentit.com
Scriblink	http://www.scriblink.com
Pbworks	http://pbworks.com
PalBee	http://www.palbee.com/index.aspx
Preezo	http://preezo.com
Shwup	http://www.shwup.com
Spresent	<u>www.spresent.com</u>
Slideboom	<u>www.slideboom.com</u>
Sliderocket	http://sliderocket.com
Slide Roll	<u>www.slideroll.com</u>
Slideshare	<u>www.slideshare.com</u>
Skype	www.skype.com
Todays Meet	http://todaysmeet.com
Web Canvas	http://webcanvas.com
Wikispaces	www.wikispaces.com
WizIQ	http://www.wiziq.com
Writeboard	http://www.writeboard.com
Yudu	www.yudu.com

Research and Information Fluency

NETS 3. Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information. Students:

- a. plan strategies to guide inquiry.
- b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- d. process data and report results.

Ask 500 People	http://www.ask500people.com
Bit.ly	http://bit.ly
Bloglines	www.bloglines.com
Bubbl.us	http://bubbl.us
Clocking It	http://www.clockingit.com
Copyright Friendly	http://copyrightfriendly.wikispaces.com
e-Learning for Kids	http://www.e-learningforkids.org/index.html
Free Foto	http://www.freefoto.com/index.jsp
Ideas Wisconsin	www.ideas.wisconsin.edu
Lexipedia	www.lexipedia.com
Library of Congress	http://www.loc.gov/library/libarch-digital.html
Pics4Learning	www.pics4learning.com
Teacher Tap	http://eduscapes.com/tap/topic98.htm
Del.icio.us	http://del.icio.us
Diigo	www.diigo.com
Doodle	www.doodle.ch
Google Reader	http://www.google.com/reader
Jiffy	http://www.jifflenow.com
Kindling	http://kindlingapp.com
Poll Everywhere	http://www.polleverywhere.com
Presdo	http://www.presdo.com
Remember the Milk	http://www.rememberthemilk.com
The 2.0 Life	http://ow.ly/gDPm
Visual Dictionary	http://bit.ly/4aL6S5
Visuwords	www.visuwords.com
When is Good	http://whenisgood.net
Web 2.0 Backpack	http://bit.ly/vhyXq
Webspiration	http://mywebspiration.com

Critical Thinking, Problem Solving, and Decision Making

NETS 4: Critical Thinking, Problem Solving, and Decision Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

- a. identify and define authentic problems and significant questions for investigation.
- b. plan and manage activities to develop a solution or complete a project.
- c. collect and analyze data to identify solutions and/or make informed decisions.
- d. use multiple processes and diverse perspectives to explore alternative solutions.

Capzles	http://capzles.com
Dataopedia	http://dataopedia.com
Dipity	http://www.dipity.com
e-Learning Reload	http://bit.ly/3G2GGI
Life Haps	http://www.lifehaps.com
Plurk	http://www.plurk.com
Quarkbase	http://www.quarkbase.com
Time Toast	http://www.timetoast.com
ViGo	http://www.viygo.com
Web 2.0 Backpack	http://bit.ly/vhyXq
Web 2.0: Classroom Teacher	http://bit.ly/zJrMC
Web 2.0 Research	http://bit.ly/k0Qbj
What the Internet Can Do	http://bit.ly/OZNWi
xTimeline	http://www.xtimeline.com

Digital Citizenship

NETS 5. Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

- a. advocate and practice safe, legal, and responsible use of information and technology.
- b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- c. demonstrate personal responsibility for lifelong learning.
- d. exhibit leadership for digital citizenship.

ChildNet	http://bit.ly/HprHz
Cybersmart Curriculum	http://www.cybersmartcurriculum.org
CyberSmart Workshops	http://cybersmart.org/workshops
Digizine	http://www.digizen.org
Let's Fight it Together	http://www.digizen.org/cyberbullying/film.aspx
Let's Fight it Together Vid.	http://www.digizen.org/cyberbullying/fullfilm.aspx
Netsmartz	http://www.netsmartzkids.org/indexFL.htm
NSTeens	http://www.nsteens.org
Teach Digital	http://teachdigital.pbworks.com/cyberbullying
That's Not Cool	http://teachdigital.pbworks.com/cyberbullying
WebWise	http://www.webwisekids.org

Technology Operations and Concepts

NETS 6. Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

- a. understand and use technology systems.
- b. select and use applications effectively and productively.
- c. troubleshoot systems and applications.
- d. transfer current knowledge to learning of new technologies.

Click –n- Learn Junior	http://www.kids-online.net/learn/c_n_l.html
How Stuff Works	http://bit.ly/3xBLa
Kaboose	http://bit.ly/15DLea
The Journey Inside	http://bit.ly/1SEPhn

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